

Order of Our Martyred Lady

“By the grace of the God Emperor, absolution has found you!”

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What are the Sisters of Battle? The Battle Sisters are zealots raised in rites of faith, their lives dedicated to the God Emperor from an early age. They form tight knit bonds with their Sisters through battle rites, rituals, and dedicated temple labours to serve the Emperor of Mankind.

Army Difficulty 1-5: 2. This army specializes in close range devastation but does not have the full range of Wargear like many of its imperial counterparts. While it may not have the heavy tanks and artillery of the Imperial Guard, or the legendary stature of the Space Marines, the Sisters of Battle bring a powerful Faith to the field that can alter reality with Miracles!

Strengths: Battle Sisters are highly durable for their point cost, allowing them to wear down hordes that would drown Space Marines or go toe to toe with medium infantry that would crush light infantry. The presence of Faith means that they will have access to limited rerolls that can be used on just about anything the unit is involved in!

Weaknesses: The Sisters of Battle carry good staple Imperial Wargear, but do not carry the high variety that Space Marines do, limiting them to have to choose their engagements wisely and deploy in a manner that supports each other. Isolated, they can fall quickly to mass attacks and lose their Faith as their heroines are cut down one at a time!

Army Abilities: The Sisters of Battle have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Condemnor – This weapon gains Sniper (3+), but only if it targets a Psychic Mastery Level # model.

Faith # – A unit with one or more Faith # may reroll # dice per phase. These dice can be spent on the unit as a whole, or an individual model that is part of the unit as you see fit. We recommend tracking this with tokens or different coloured dice. The following instances can be used for the reroll, but remember that no matter what, a reroll of any kind CANNOT be rerolled again:

- Saves
- Feel No Pains
- To Hit
- To Wound or Penetrate
- Ld Tests

Martyrdom # – If this model is slain, a target friendly unit within 6" gains # Martyrdom Tokens. This Token does not replenish like those granted from Faith. Remember that all declared attacks from a unit are simultaneous (or all attacks in Melee at the same Initiative), so these Martyrdom Dice cannot be used until after those attacks are resolved. Otherwise, Martyrdom Tokens work just like Faith Tokens do.

Prayer to the Emperor – Before rolling Initiative to see who gets to choose who goes first, if your Warlord has this rule you may choose to lose the Initiative Roll and forgo rolling. If you do so, all Infantry models in your army gain a 5+ Invulnerability Save until the end of the battle.

Common Wargear

In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- Augar Array - 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Chaff Launchers – This model has a 5+ Invulnerability Save against Ranged Attacks.
- Dozerblade - Reroll Dangerous Terrain Tests and failed Move through Cover.
- Enclosed Crew Compartment – This model loses Open Topped.
- Extra Armour - You may treat all Crew Stun Results as Weapon Disabled.
- Laud Hailer – 6" Aura, this model and target unit gain Ld+1.
- Recovery Gear – Once per Round, Roll d6. On 5+ repair Immobilized or Crew Stun result.
- Rosarius – This model gains a 4+ Invulnerability Save.
- Searchlight - This unit and target unit are no longer affected by Night rules.
- Simulacrum Imperialis - 6" Aura, this model and target unit may reroll failed Ld Tests. This model gains Martyrdom 2.
- Smoke Launchers - 6" range, put 5" Smoke Cloud that causes -1 to Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.
- Standard – This inspiring battle flag gives the model equipped the following Auras:
 - 6" Aura, this model and target unit may reroll failed Ld Tests that are not Order Tests.
 - 6" Aura, this model's unit and target unit gain A+1.

Orders

Sisters of Battle forces practice different forms of militancy based on their founding heroines. Each offers a tradeoff of special abilities and handicaps that allow you to customize your force even further. If you wish to use a generic Order, use the Temple Order.

Order of our Martyred Lady:

- Honour the Martyrs: Characters and Independent Characters in your army grant Martyrdom x2 (multipliers happen BEFORE addition).

- Vengeful Strategies: All models in your army must Declare Charges if able to, and cannot Advance or fire weapons that would make Declaring a Charge illegal.

HQ Slots 1-2 Slots

Canoness Veridyan Canoness	M WS BS S T W I A Ld Sv 6 2+ 2+ 3 3 5 3 4 10 3+	Points: 264 Composition: 1 Veridyan
Wargear Veridyan: Bolt Pistol Power Sword Frag Grenades Krak Grenades Rosarius	Options	Rules Veridyan: Independent Character Infantry Unique Order of Our Martyred Lady Faith 2 Martyrdom 5 Stubborn Back Door – This model and its unit gain Outflank. Purity and Dedication – 6” Aura, this model and target unit gain Fearless. The Passion – 6” Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	Power Sword	Melee	+1	3+	None
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

<p>Celestine the Living Saint Celestine Geminae Superia</p>	<p>M WS BS S T W I A Ld Sv 12 2+ 2+ 3 3 6 7 5 10 3+ 12 2+ 2+ 3 3 5 3 4 10 3+</p>	<p>Points: 404 Composition: 1 Celestine 0-2 Geminae Superia</p>
<p>Wargear Celestine: The Ardent blade Frag Grenades Krak Grenades Orbital Strike Rosarius Geminae Superia: Bolt Pistol Power Sword Frag Grenades Krak Grenades Rosarius</p>	<p>Options May add up to two Geminae Superia for +166 points each</p>	<p>Rules Celestine: Character Infantry Unique Order of Our Martyred Lady Faith 5 Martyrdom 10* Deepstrike Flying Stubborn Miraculous Intervention – The first time this model is slain this game do not remove it from the battlefield. In your next Command Phase, it performs a Ld Test. If it passes, this model grants its Martyrdom # and returns to life with d3 Wounds. If it fails, all friendly units within 24” suffer losing Stubborn and Ld-Martyrdom # instead for the rest of the game. If this model is returned to life and then slain again, perform the Ld Test again. If it passes, the Martyrdom # is used as normal, and if failed the 24” Ld penalty and loss of Stubborn still applies. The Passion – 6” Aura, this model and target unit may reroll 1s To Hit. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed,</p>

		<p>the Orbital Strike still hits in your Command Phase.</p> <p>Geminae Superia:</p> <p>Character Infantry Faith 2 Martyrdom 5 Bodyguard Stubborn</p>
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	The Ardent Blade	Flame Or Melee	5 Or +3	4+ Or 2+	Assault 1 Or None
P	Bolt Pistol	12	4	5+	Pistol 1
M	Power Sword	Melee	+1	3+	None
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh , T Minus 5 , One Use Only

Junith Eruita Junith	M WS BS S T W I A Ld Sv 10 2+ 2+ 3 4 7 3 5 10 3+	Points: 346 Composition: 1 Junith
Wargear Junith: 2 Linked Heavy Flamers Mace of Castigation Rosarius	Options	Rules Junith: Independent Character Infantry Steed Unique Order of Our Martyred Lady Faith 5 Martyrdom 10 Stubborn The Pulpit of Saint Halline's Basilica – 6" Aura, target unit gains a 5+ Invulnerability Save, or gains -1 to their existing Invulnerability Save (Improves by 1) to a maximum of 4+.

		The Passion – 6" Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
H	2 Heavy Flamers	Flame	5	4+	Assault 1 x2
M	Mace of Castigation	Melee	+2	4+	Extra Attack 2, Concussion

Advisors 0-3/Troop Slot Purchased

Sister Tariana Palos Tariana	M WS BS S T W I A Ld Sv 6 3+ 3+ 3 3 4 3 3 9 3+	Points: 70 Composition: 1 Tariana
Wargear Tariana: Boltgun Frag Grenades Krak Grenades	Options	Rules Tariana: Independent Character Infantry Unique Order of Our Martyred Lady Faith 1 Martyrdom 2 Stubborn Iconic - This model may swap places with another friendly model locked in a Dual when the Fight is nominated in the Melee Phase, but before attacks are made.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
P	Boltgun	24	4	5+	Rapid Fire 1
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast